RAIL GUNNER 2



4 SP 4 DF 5 WP 7 AR

Rail Gun (6 v Df | 30"): Strength 3, Piercing.

Powerful Shot: This Action Immediately gains +1 Strength. This Trigger can be declared multiple times.

Extra Power (6 v 10): Draw a card.

Fireteam (50mm)

RAIL GUNNER

4 SP 4 DF 5 WP 7 AR

Drain the Battery: After this unit takes a Action, it from Glory unless you discard a card.

Rail Gun (12 v Df | 30"): Strength 3, Piercing.

Powerful Shot: This Action Immediately gains +1 Strength. This Trigger can be declared multiple times.

Fireteam (50mm)